

INSTRUCTIONS FOR  
**AIR/SEA ATTACK**  
CARTRIDGE

Cartridge compatible with Acetronic MPU 1000,  
Radofin & Prinztronic Microprocessor Systems.

This cartridge contains programs for three types of battle games playable at a total of 20 game variations. There are games for one and two players.

Insert the cartridge into your Game Console. Switch on the Game Console and your TV. Check to make sure the unit is connected according to the instructions furnished with the Game Console.

Press the LOAD PROGRAMME (or on some models "RESET") key twice and the first game variation will be displayed on your TV screen.

Press the SELECT key until the game you desire is displayed on the TV screen.

Press the START key to begin game play. Press one of the red 'fire' keys to fire missiles. In all these games the highest score wins. In those games which feature player control of speed or missile direction the joystick controls are used as follows:

Left Direction  
or  
Speed Change



Right Direction  
or  
Speed Change

In all games players are allowed to shoot 15 missiles. The number of shots remaining are displayed at the top of the screen. After both players have shot 15 missiles a game is over. Press START to begin another game.

#### SCORING

The computer will automatically keep score during the games. Scores will be displayed briefly at the bottom of the screen after each hit and after the game is over. In the Ship vs Submarine and the Shooting Gallery games the targets vary in their point values.

**GAME VARIATIONS** — Note : All odd numbered games except games 9 and 11 are one player games; use left player control unit. Even numbered games and games 9 and 11 are two player games.

1-2	Ship vs Large Submarine.
3-4	Ship vs Large Submarine, with controlled depth charge (use joysticks).
5-6	Ship vs Small Submarine.
7-8	Ship vs Small Submarine, with controlled depth charge (use joysticks).
9	Submarine vs Airplane.
10	Submarine vs Airplane, with speed control (use joysticks).
11	Submarine vs Airplane, with controlled missiles (use joysticks).
12	Submarine vs Airplane, with controlled missiles and speed (use joysticks).
13-14	Shooting gallery.
15-16	Shooting gallery, with controlled missiles (use joysticks).
17-18	Shooting gallery, with rebounding missiles. (Hits are only scored on rebound).
19-20	Shooting gallery, with rebounding controlled missiles (use joysticks).

© Copyright 1980, Radofin Electronics (Far East) Ltd.  
Printed in Hong Kong

Made in Hong Kong

IB-2159-2